Triage Report

Format: Feature name

* Description
* Category
* Impact on player experience on scale of 1 – 10, higher is bigger impact
* Time estimation for implementation from time of writing

Feature 1: Pregame weapons select

* Description: Extensive selection of weapons for players to start out with when they enter the level, which would gradually be upgraded throughout gameplay.
* Category: Gameplay
* Impact on player experience: 5
* Time estimation: 5 Weeks (Won’t be completed by submission date)

Feature 2: In-Game upgrade / weapon purchase system

* Provide players with ways to improve or change weaponry in game to keep gameplay changing.
* Category: Gameplay
* Impact on player experience: 7
* Time estimation: 8 weeks (Won’t be completed by submission date)

Feature 3: Performance based rewards

* System rewarding players for performing well, rewards could be weapons, levels, etc.
* Category: Gameplay
* Impact on player experience: 4
* Time estimation: 6 weeks (Won’t be completed by submission date)

Feature 4: Sound design

* Very minimal audio is currently in place, this needs to be overhauled extensively
* Category: Audio
* Impact on player experience: 10
* Time estimation: 2 Weeks

Feature 5: Physics engine implementation

* Physics was originally meant to be a core component of gameplay, but this is an aspect of the game that may need to be cut, at least in this course.
* Category: Gameplay
* Impact on player experience: 6
* Time estimation: 3 or 4 weeks (Unclear if it will be implemented by submission date)

Feature 6: Gibs system

* Enemies would have different hitboxes for different parts of their body and if enough damage was dealt to certain areas, pieces could be broken off.
* Category Graphic
* Impact on player experience: 3
* Time estimation: Low priority, 9 weeks

Feature 7: Stylized UI

* UI that doesn’t look like it was made in Microsoft word.
* Category: UI
* Impact on player experience: 3
* Time estimation: 3 Weeks